



Table d (as in little dog) Dipping By Thom Hall

Bonus web supplement for Crawl! No. 7 article, Roguelike Fountains.

Dipping

If you dip a single ordinary long sword in a fountain, are at least experience level 5, and “*Excalibur*” doesn’t already exist in your game, roll a d6 and on a roll of a 6 something special is happening to your long sword:

If you are lawful, the long sword is converted into the blessed, rustless, uncorroded, damage-proof “*Excalibur*” and you gain one Personality permanently.

Note: *Excalibur* - intelligent relic (must be wielded by lawful characters); long sword; +d5 to hit; d8+5 damage; SP automatic searching ability (as the elven racial trait: heightened senses) and ability drain resistance +5 to saves vs. ability or level drain.

If you are neutral or chaotic, your long sword is cursed, loses its rustproofing, may lose an enchantment, and you lose one Personality permanently.

The fountain then disappears.

In any other case, the dipping is handled normally. First, the object gets wet and does the appropriate things (scrolls and spellbooks go blank, potions dilute, iron objects rust, lit objects go out, grease washes off). Then special effects can happen (only 50% chance if wetting object already caused an effect) just roll on **Table d** and apply the effect.

Table d (as in little dog, d30):

Roll	Effect	Message
1	No special effect.	"A strange tingling runs up your arm."
2	No special effect.	"You feel a sudden chill."
3-18	No special effect.	No message.
19-22	The dipped item is uncursed if cursed.	Item un-cursed-"The water glows for a moment." Item not cursed-"A feeling of loss comes over you."
23	The dipped item is cursed outright.	No message.
24	d5+1 water moccasins are created. Water Moccasin: Init:+6; Attack Bite +3 (d4 damage + poison); AC 12; HD 1d6; Move 30' or Swim 40'; Act 1d20; SP poison DC14 FORT save or die in d6 rounds; SV Fort +2, Ref +0, Will +0; AL N.	"An endless stream of snakes pour forth!" Blind-"You hear something hissing!"
25	A water demon is summoned. It has a chance of being hostile (on a d10 roll of 3-8) (100% if you have the "Amulet of Yendor"); if peaceful, he'll grant one wish and then vanish.	"You unleash a water demon!" Blind-"You feel the presence of evil." Demon is peaceful-"Grateful for his release, he grants you a wish!"

Roll	Effect	Message
		Summoning failed-"The fountain bubbles furiously for a moment, then calms."
26	A water nymph is summoned -She will seduce the closest member of the party and steal one item at random and then teleport away. No save allowed.	"You attract a water nymph!" Blind-You hear a seductive voice." Water nymphs are genocided or extinct-"A large bubble rises to the surface and pops." Blind and water nymphs genocided or extinct-"You hear a loud pop."
27	A number of pools may be created in your vicinity. (Never two orthogonally adjacent, never on your square, the more likely the closer to you.)	Pool created-"Water gushes forth from the overflowing fountain!" No pools created-"Water sprays all over you."
28	You find a random valuable gem or piece of worthless glass and your Personality is exercised. If you have already acquired gems or gold from this fountain, pools may be created instead (as above).	"You spot a gem in the sparkling waters!" Blind-"You feel a gem here!"

29	You lose some gold and your Personality is decreased by 1 permanently. The amount you lose depends on the amount (gp) you have, as follows: gp <= 10 : 0 gp < 100 : 10 gp <= 10000 : (gp)/10 gp > 10000 : d(10000)/10 Gems and gold can now be found in this fountain again.	"An urge to take a bath overwhelms you." "You lost some of your gold in the fountain!"
30	You find 230 Gold and your Personality is increased by 1 (until the next day). You must make a difficult climb check to retrieve the gold. If you have already acquired a gem or gold from this fountain, there is no effect.	"Far below you, you see coins glistening in the water."

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